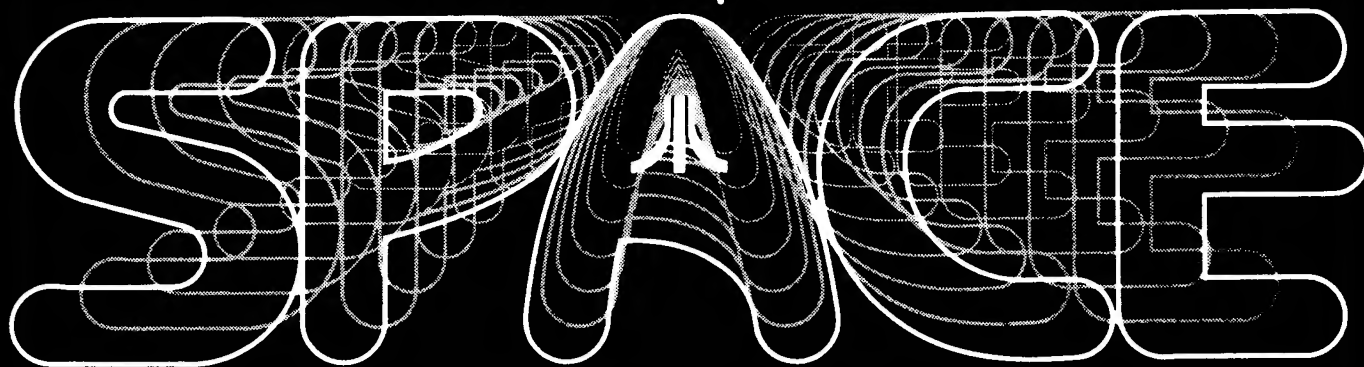


Saint Paul ATARI Computer Enthusiasts



An independent computer user group

JUNE - 1985

BYTES FROM THE PRES.

by Bob Floyd

SPACES's 130XE - The club now owns a 130XE. Steve Pauley, Computer Food, sold us one at cost. Thanks Steve! We will be bringing both the 130XE and 400 computers to the meetings. This should help in setting up the Beginner's group after the meeting (except this time - see below).

BEGINNER's GROUP - We will not have the Beginner's Group this month because of the Swap Meet. See below.

SWAP MEET - We will have a Swap Meet after the meeting this month. We will hold it across the hall in room C-36. For those who have never been to one, a swap meet is for buying, selling and swapping of used software and hardware. You can sell just about anything. However, you must have the original disk, documentation, etc. with what you wish to sell - no pirates!

AMAZING ACE - The Eugene, Oregon ACE has sent us a few more disks in return for the ones we sent them. One of the programs is the best public domain program that I have ever seen. It is a skiing game with an editor like that used in "Pinball Construction Set". I understand that it will be on this month's DOM. MACE has also sent us some disks. I am going to send out a few more sets of disks to other clubs, too.

ATARI ST OFFER - We are now officially registered with Atari Corp. So, they have qualified us for advance purchases of the 520ST (there will be no 130ST). They want

the CLUB to organize selling of a package consisting of a 520ST, 360K single-side 3.5" drive, and hi-res monochrome monitor to members for \$799.95. The club would receive a \$50.00 kick-back from Atari. (Why not \$50.00 cheaper to begin with? User Groups were not organized for the purpose of making money off of members.) SPACE will not be participating in this offer for the following reasons:

1) The TOS (Tramiel Operating System) is not yet bug-free and is not in ROM. Atari promises to make TOS updates on disk available to purchasers "for a period not to exceed 6 months". I've also heard rumors of GEM trouble and that it will not be in ROM until later. This could be a long boot-up procedure with GEM, TOS and BASIC (or LOGO) on disk. Plus, I understand that these will steal RAM if booted in versus the later ROM versions. In addition, BASIC will not be included at first, only LOGO. BASIC will be supplied later, free of charge, when it is ready. Also, the FCC has just recently approved the 520ST for sale in the USA (that's why they started selling overseas first). In other words, they are offering club members preliminary models.

2) There is no real discount for purchasing a preliminary model through the club. There is no special offer for the club to buy one unit at a large discount for club use only. This is what I wrote to them and asked for back in January. Also, I'll bet

CONTINUED -->

we all can get a better deal through our local dealers than directly through Atari Corp. This is not the kind of User Group support for which I had hoped.

3) Atari can't seem to make up its mind what to do. First there is a 130ST, then there isn't. Next there's a 260ST, then there isn't. Now there's 2 versions of the 520ST. Then there's the matter of the CES show. First they're planning to be there, then they shun the show and cancel out with an outlandish press release, and now I understand that they will be at CES after all. All of this and I haven't even touched on the XE line, yet. Suffice it to say that the 130XE is the only bright spot (I'm glad I have mine) among the cancellations. They are playing marketing games to figure out what to make. My advice to Atari is "MAKE UP YOUR MINDS AND DO SOMETHING!". I'm a bit dismayed and disappointed and am starting to smell a rat.

4) I personally won't accept the risk of taking \$800 from members and sending it to Atari. It is better to buy from dealers, especially as opposed to buying preliminary models, sight unseen. Besides, the ST supposedly will ship in early July. Why not test drive it at a dealer's first?

5) Most importantly, why should SPACE alienate our dealers by selling computers? I personally think the dealers have suffered enough at the hands of Atari. They should be allowed to earn a living from selling and supporting Atari computers.

Well, I had to get this off of my chest. It was a little bit disorganized and blunt, but I'm sure my sentiments came across. Too bad you had to be around to hear it. I feel like Atari is trying to manipulate us dedicated users. Atari had better get their act together soon.

P.S. It could be I'm just grouchy from lack of sleep. Mikey's been up late computing with me.

**REMEMBER THE
SWAP MEET!**

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Atari Pursues Dealers, Software Developers at Comdex

(May 7) Atari Corporation was in full force at Comdex this week, pursuing software developers and computer retailers with vigor.

In attendance at the Atlanta, Georgia-based computer show were Jack Tramiel, James Copland, Sig Hartmann and several other Atari employees, spreading the gospel of the new Atari, "Power Without The Price."

At a press conference, Atari officials answered numerous questions concerning both the XE and ST line of computers, future marketing plans, as well as current strategy.

James Copland, Vice President of Marketing, kicked off the press conference by explaining that "Atari decided only five days before the show to attend Comdex." Copland stressed that Comdex was a show in which Atari could court specific distributors, both hardware and software, software developers, and mass marketers. In that regard, it made more sense for Atari to attend Comdex than to compete with stereo manufacturers at CES.

After Copland's talk came Sig Hartmann, President of Software. Hartmann said that "around 230 companies" were developing software for both the 8-bit XE and the 16-bit ST computers. When quizzed about the number of packages available, Hartmann replied that he expects there to be "over 100 pieces of software" available for the STs by September. ST systems for software companies are now being shipped at list price, a substantial reduction from Atari's original (and unpopular) ST package price of around \$5000.

As per earlier announcements, the first STs are to be shipped to Atari user groups for beta testing in a week or two. BASIC and Logo will be included, although we hear conflicting reports as to whether GEM will be on ROM or disk. The first STs for the general public are to be shipped in July.

Among the software being developed for both the XEs and STs are spreadsheets and other applications programs, from various

manufacturers. VIP Technologies, of Goleta, CA has developed a package for the XE called VIP Professional. According to the company, VIP Professional combines all the features of Lotus 1-2-3 with some additional features, all for under \$100. The program can be either mouse or keyboard-driven, and utilizes icons and "drop down" menus, similar to GEM on the ST. The program is slated for delivery in July.

For the ST, Haba Systems of Van Nuys, CA has two programs: Haba Works, with a series of applications, such as WORD, FILE, CALC, GRAPH, COM, and HIPPO C COMPILER. Haba Solutions comes with such files as How to Start Your Own Business, How to Create Your Own Legal Will, Business Letters, Business Forms, and the Haba Check Minder. The programs retail for \$59.95 and \$49.95 respectively.

In a joint announcement, Atari and Rising Star Industries, of North Hollywood, CA, intend to market Rising Star Software products for the ST. The products will be distributed through Atari's dealer/distributor network.

According to Rising Star president Gale Carr, the company is converting its Valdocs line of integrated applications, to be made available on Atari hardware both as a complete package and in individual software modules. Sig Hartmann stated that "We knew from the start that the price/performance advantage of our hardware would only be half the battle. The bottom line is the utility per dollar we're bringing to the buyer; that's why others have lacked in this market, and it's also why Rising Star's software tools are a valuable asset."

Rising Star's integrated color graphics modules, Valdraw and Valpaint--using Atari's high-resolution color display--are marked for availability with early shipments of the computer. The company's electronic spreadsheet and other applications are scheduled to follow shortly thereafter.

The 520 ST keyboard may be configured to emulate the Valdocs HASCI format through programmable function keys, allowing single-key access to all Valdocs applications and primary system and file management functions.

In hardware news, one of the most amazing announcements concerned Atari's marketing plans for the 520 ST. Apparently, there

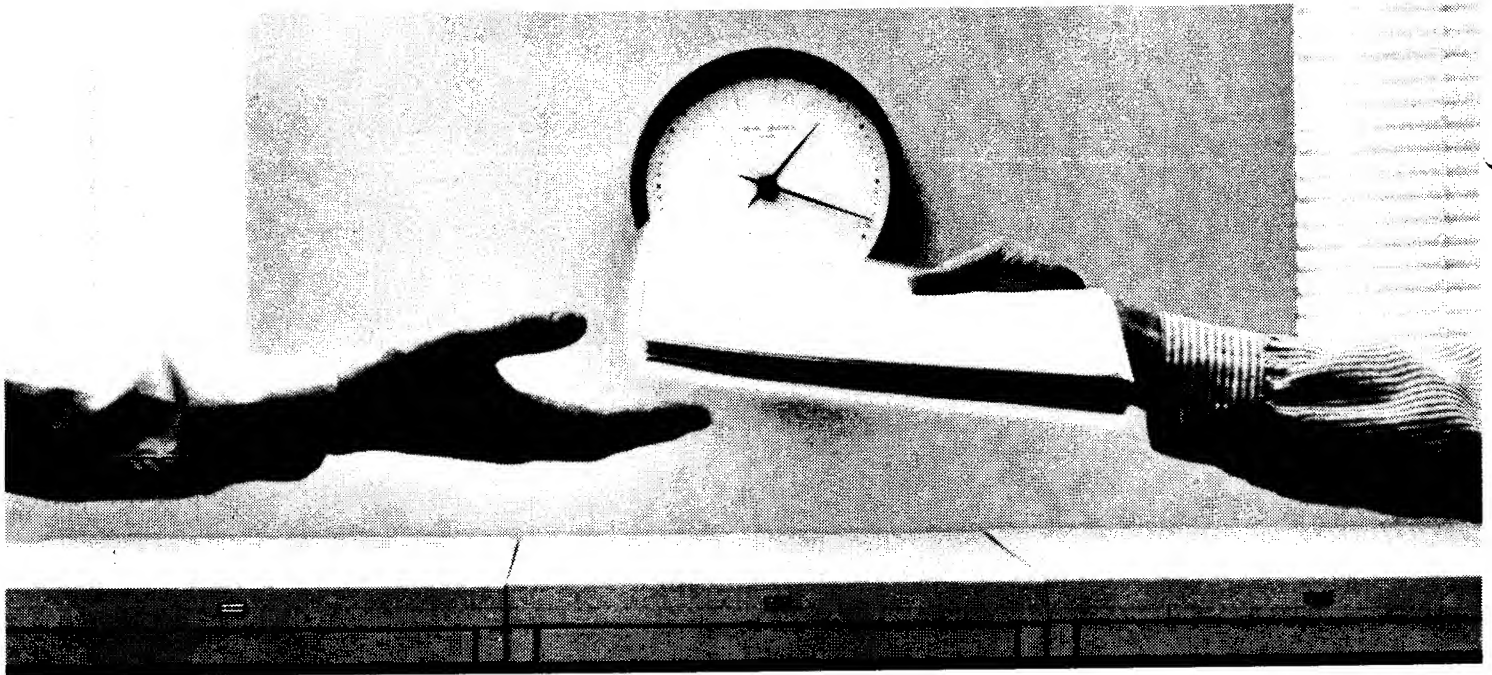
will be two different versions of the ST: one for mass marketers and one for computer stores. Internally, the machines are to be identical--only the cosmetics of the machine are to be altered. The mass market ST would be the original configuration, whereas the computer dealer version should have a different keyboard and case. Computer retailers will sell a package consisting of the modified ST, a monitor, and half-megabyte drive for \$799.

As far as future projects are concerned, Atari is working on a CD (compact disc) ROM, able to store 512K of memory, for under \$500. This CD ROM, as well as a new 3 and 1/2 inch drive, are being developed in conjunction with North American Philips, the Netherlands-based electronics giant. Atari owners may recall that Philips' name was tossed around early last summer as a possible buyer of Atari, before Jack Tramiel and crew took Atari's reins.

The subject of Atari's 32-bit computer was not ignored by the press, either. Atari's rumored "CAD/CAM" system was referred to as a "graphics workstation" by Jack Tramiel, who added that the machine should be released "late this year or possibly early 1986." This would make it just in time for the January Consumer Electronics Show in Las Vegas. The 32-bit machine will be sold only through computer stores.

At a private dinner for members of the press last March, Leonard Tramiel told ANALOG Computing publisher Lee Pappas and managing editor Jon Bell that "the 32-bit machine is a reality." While Tramiel would not confirm what CPU chip the machine would have (either the Motorola 68020 or the National Semiconductor 32032) he did have an interesting anecdote about the machine. Apparently, Atari's engineers had hoped to get several prototypes of the 32-bit machine working specifically on developing chip designs for Atari computers, including the STs. Unfortunately, the engineers couldn't work on the 32-bit machine at the expense of working out any bugs on the ST. Instead, the engineers made use of a rather extensive amount of chip development and design equipment left over from the old Atari.

And finally, Atari's decision not to have a display at the Consumer Electronics Show in June was met with negative publicity and rumors concerning the company's financial state. Jack Tramiel emphasized that Atari did not bow out of CES "simply to save



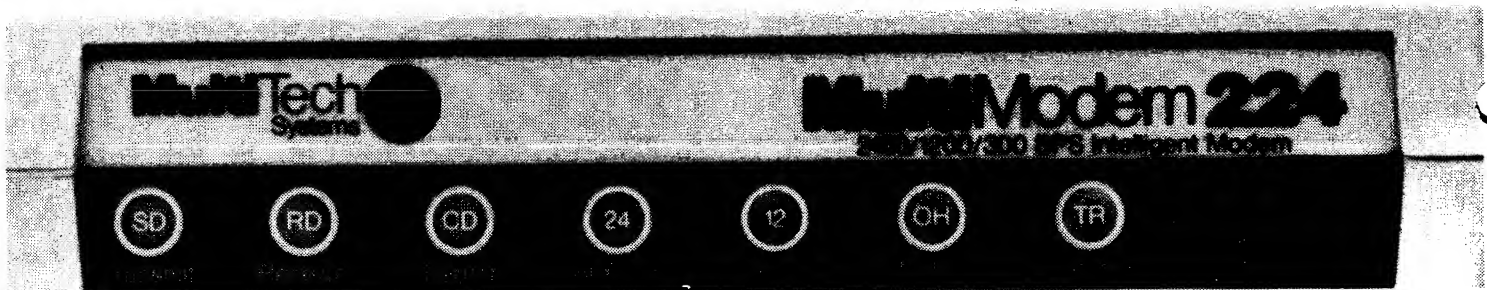
2400 bps modems: Do you Really need another speed?

- Is the shift from 300 to 1200 bps going to repeat itself at 2400 bps? The answer is both yes and no. There certainly are applications for 2400 bps asynch dial-up modems, but we shouldn't expect 1200 bps to die overnight.
- 2400 bps modems can improve throughput, thereby getting tasks done quicker and more economically. However, 1200 bps has become the virtual standard for professional dial-up communications, and most users are satisfied with it. So why consider a 2400 bps modem at all?
- One reason is flexibility. If the modem you select operates at all three speeds (300, 1200 & 2400) in accordance with accepted industry standards, it will serve virtually all dial-up applications now and in the foreseeable future.
- The modem you select should be the MultiModem224. It is Bell 212A and 103 compatible at 1200 and 300 bps, and CCITT V.22bis compatible at 2400. It is also 100% compatible with the Hayes command set, meaning that it will work with virtually all communications software packages, at all three speeds. Other features include both synchronous and asynchronous operation, full intelligence and a phone number memory.
- The MultiModem224 is available in both desktop and IBM PC™ internal card versions. (There is also a rack-mounted version for central sites.) And as a bonus, we provide free offers from ten of the most popular on-line information services, including CompuServe™, Dow Jones™ and The Source™.
- A 2400/1200/300 bps modem is just a plain good investment. Why not let the MultiModem224 provide your communications for both today and tomorrow?

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\$500,000", but that Atari would be represented by a private press conference in Chicago. It should be pointed out that a number of hardware and software companies (Infocom, Electronic Arts) are also not attending the show, but are instead having private press showings and parties to promote their products.

Additionally, Atari officials "lack of comment" over the decision not to have a display at CES was due to said officials attending the Hanover, West Germany Computer Fair. According to sources at the Fair, the showing of Atari's ST computers was "a smash." Overseas dealers and computer owners are reportedly ecstatic over the ST, citing its power, the GEM operating system, and most importantly, its cost. Foreign buyers who have been looking at the Macintosh with envious eyes but can't afford its high price (especially considering the strength of the American dollar) are considering the Atari ST. Jack Tramiel said that he intends for fully half the ST market to be overseas.

In conclusion, the message from Atari at Comdex was, "Today, the U.S. Tomorrow, the world!"

Byte of SPACE Trivia by John Novotny

Having kids 9 and 6 years old, in the interest of making stuff more accessible to them, I have been using the SPACE DOM program MENU (without SPMENU) to gain easy access to programs on my disks. To run MENU on boot, I used a program from COMPUTE! magazine titled "Automate Your Atari" (Jan. '83) to generate the AUTORUN.SYS program for this purpose. Having this automated back to the level of DOM, I now wanted the additional feature of accessing DOS without going through BREAK or RESET followed by the DOS Keyin. My first impulse was to generate a one line program (10 DOS) and SAVE it on disk, making it thus available for selection from the MENU program. This worked great, but I soon felt guilty using so much overhead to accomplish so little. So my second impulse was to modify the MENU program to accomplish this directly in the manner (IF Keyin=something THEN DOS). So, looking at the listing, I soon found that this is already taken care of for all of us--just Keyin "D".

ANALOG D.O.M. Bob & Joanne Floyd

The club's disk subscription to ANALOG Computing has not yet come through. The disks at the last meeting were obtained at the previous TAIG meeting. And, since there was no May TAIG meeting, I don't have any disks for our meeting. You can expect to see 2 or 3 disks at our July meeting. For this meeting, I have put together a disk of ANALOG's machine language (already compiled) programs from issues #10 to 28 for sale to subscribers for \$6.00.

You can also buy a game called "Gauntlet" from me for \$2.00. It is a "Defender" type game. The price is low because the author asks for additional "contributions" at your discretion. This is known as "user supported software". The club will make very little from these sales in hopes of supporting the author.

May, 1985 Meeting Minutes by Steve Pauley

The last meeting was held on Friday, May 10. Bob Floyd, the President started a discussion of the latest Atari rumors. The 130ST has been dropped. The 520ST will be shipped in two versions. One version will be aimed at the mass-merchants and may carry a different model number than the 520ST that will be sold through computer specialty stores.

Another rumor was that Atari withdrew from CES in Chicago (ED. Since the meeting, Atari has said that they will take a suite above the main exhibit floor). They will be able to better use the money on advertising and keeping operating expenses down.

32-bit machine 520ST will be put on hold until this fall.

New Business: Broderbund wants a joint meeting with TAIG to demo some of their software. It was decided that our June meeting would include a swap meet.

Vice Pres., Bruce Haug, discussed the various disks available from the club library, including DOS 2.5, Blazing Paddles, the regular Disk Of the Month. He also mentioned the C package, Deep Blue C will be

a future D.O.M., including complete .DOC file.

Our Treasurer, Max Feuer reported that the club had a balance of about \$914. The active paid club membership is 100.

It was announced that the TAIG/SPACE BBS is now running at 1200 baud using Forum software. Public domain modem software is available from the club for a cost of \$6.00, that will go to keep the BBS up and running.

The club will now have an ANALOG subscription and will offer club members copies of each month's programs.

Schaak's deal leaves members shocked. Most members have seen better prices at area stores than offered by Schaak's so called club deal.

There was considerable discussion on club purchase of new equipment. The club voted to buy an Atari 130XE. Computer Food supplied one to the Club at dealer cost. Monitors were also discussed and the membership felt that it would be wise to wait and gather more info on monitors and compatibility to the new Atari computers before purchase.

Good deals mentioned by various members were, 800XL at Wards for \$80.00, Target still has some Atari stuff, K/B Toy and Children's Palace were also mentioned.

The Club is selling the old BBS modem (Hayes 300 baud) for \$160.00.

A question and answer session was followed by demos of Blazing Paddles, Basic starter group and a video tape of GEM on an IBM clone.

Beginners' BASICS #4 by Bob Floyd

This is my last installment of this column. I've run out of topics after these. I'll cover 3 subjects, output of text files to screen or printer from DOS, some unusual control keys, and output to printers from BASIC.

If you purchased DOS 2.5 or an ANALOG DOM from the club last month, you may have been surprised at the style of documentation. This required that you go to

the DOS menu and choose item "C". This is the "copy file" function. Unless you have 2 disk drives, you have probably never used this function. The trick here is that you can name the source DEVICE:FILENAME and also the destination DEVICE:FILENAME. So, if you want to print a text file (i.e., all ASCII characters) on the printer, you use the following after typing C and <RETURN> :

D:FILENAME.EXT,P:

The "D:" is the source device, FILENAME.EXT is (of course) the source filename and "P:" is the destination device. Note that if P: or S: (for screen output) are used as destination devices, no filename is used. P: and S: are Atari device names for printer and screen. Output to your screen or printer may look a little odd if the line width of the file does not match your destination device. If you are trying to create these sort of documentation files, it is simplest to use a word processor that allows "printing" to a disk file. The resultant file will have the same margins, line width, blank lines, etc. as you had specified. HOMEPAK has this capability, as well as others. Unfortunately, AtariWriter cannot do this.

You can also use option "C" to create a short text file. After typing C and <RETURN>, enter the following:

E:,D:TEST.TXT

The E: is the device name for the screen editor. Output is to the default drive and filename TEST.TXT. To end entry of text, press <CTRL>-3. This signals the "end of file". That was my clever lead-in for the second topic of this column, control keys. These are:

<CTRL>-1 Pause and unpause
<CTRL>-2 Beep the speaker
<CTRL>-3 End of file

You already saw <CTRL>-3. <CTRL>-1 usually will pause and unpause most things. You will have to try it to find out if it works on a particular program. It also works during the LIST command.

<CTRL>-2 merely beeps the built-in speaker of the 400/800 series or beeps to the screen's speaker of the XL and XE series.

If you have ever tried to use the LPRINT function in Atari BASIC, you have probably noticed that you cannot use the comma and semi-colon in the normal way to space your output on a given line. An odd spacing results. This is because Atari BASIC opens and closes a channel to the printer for each and every LPRINT it encounters. This is the cause of the weird spacing. To get around this, it is simplest to open your own channel to the printer and not use LPRINT at all. To do this, use the following statements as examples for opening such a channel and then outputting to the printer:

```
OPEN #3,8,0,"P:"
PRINT #3;N
```

The first statement opens channel 3 (this could be some other value <=5 that is not already in use) for output to the printer. See Lon Poole's Your ATARI Computer for details of the parameters used in the OPEN statement. The second statement prints to channel 3, which was assigned to the printer. This type of print statement can be used in the usual fashion incorporating commas and semi-colons for good control of spacing. When done printing, use the CLOSE statement to close the channel (the END statement does this also).

THE END!

D.O.M.
by Frank Haug

This month's disk has some excellent programs on it. Members that want a tape of the month should contact us at the meeting and we will mail it to them. These are the programs on the June '85 Disk of the Month.

1. DISASM - This program will disassemble object code into assembly mnemonics. It can input from disk or memory and output to screen, disk, or printer. (On printer it only prints one column per page.)

2. INSTRUCT.BAS - This will dump instructions for DISASM to screen or printer.

3. SKIKING2 - A diagonal scrolling, skiing program. You must avoid the hazards (buildings, trees, logs, and a scurrying rabbit). Joystick (0) [in port #1] controls the skier and the hand at the beginning. Left and right move the skier left and right, pushing up will cause you

to jump, and the button speeds you up. At the beginning you choose the number of players (all using the same stick taking turns) and the course you want to play.

4. SKIEDIT - A 'construction set' for SKIKING2, used to create courses. [SEE DEMO AT MEETING!]

5. SYNPREPS.LST - Correction for SYNPRINT [MAY 85].

6. SOLITARE.COM - A machine language card game.

7. DEATHSTR - Another STAR WARS type game. You, a rebel pilot, must go into the trench and shoot the tiny port three times to destroy it, but watch out for tie fighters.

Reprinted from MACE newsletter

BBS TEN COMMANDMENTS Version 1.1

[Submitted by Tim Linehan via the Edmonton RCPM BBS, then captured from the East Area RBBS (IBM), Mt. Clemens MI by the Sysop of MACE EAST. -Ed.]

1. Thou shalt not overstay thy welcome.
2. Thou shalt not use offensive language.
3. Thou shalt not use this BBS system to engage in or encourage acts of commercial software piracy.
4. Thou shalt not use this system to advertise products not related to personal computing.
5. Thou shalt not have more than one ad online at a time.
6. Thou shalt not use this system to advertise thy business, except by arrangement with the SYSOP.
7. Thou shalt not log on using silly names lest the SYSOP rise up and smite thee.
8. Thou shalt not clutter up the system with trivial messages which are not computer-related.
9. If thou art a new user, thou shalt make every effort to find out how the system works through its built in HELP functions before bothering thy beloved SYSOP.
10. Thou shalt contribute software as well as take it.

amen.

WANT ADS

It is possible for members to place 'Want Ads' in this newsletter. The ads may be for selling used hardware, used software, tutoring services, or just about anything that has to do with Atari. The rates are as follows:

6 Lines \$1.25 216 Letters
1 Line .25 36 Letters

The following is a list of advertising rates for vendors or individual members.

Full page \$18.00 7-1/2" X 10"
Half page 10.00 3-5/8" X 10"
Half page 10.00 7-1/2" X 5"
1/4 page 5.50 3-5/8" X 5"

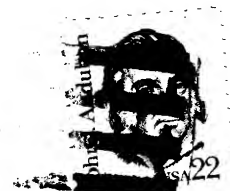
All advertisements must be paid for when they are submitted. Deadline for ad placement is the last Friday of each month. To place ad or for more info, call the editor.

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JUN
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PM
1985



J. P. Scheib
3944 24th Av. S.
Minneapolis, Mn. 55406

Next SPACE Meeting:
Friday, June 14, 1985
7:30 P.M.

U of M St. Paul campus
Classroom Office Bldg. rooms B-35 +
B-36
St. Paul, Minnesota